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PlayStation

PAL

TACTICAL FLIGHT ACADEMY
ACADEMIE DES TACTIQUES DE VOL
TAKTISCHE FLUGSCHULE

WING OVER 2

PlayStation®

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos. and Games Hotline Nos.

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1 Player | Memory Card 1 - 11 blocks | Vibration Function Compatible | Analog Control Compatible | Analog Joystick Compatible

SLES-01375

WING OVER 2

ENGLISH

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SETTING UP YOUR GAME

Please read this manual carefully before you insert the 'Wing Over 2' game disk into your PlayStation.

Insert your Wing Over 2 game disk into your PlayStation. Close the Disc cover.

Wing Over 2 is a 1 Player game. Make sure that you insert the cable on your Controller into Controller port 1 on your PlayStation.

If you wish to save your progress make sure you insert a Memory card onto Memory card slot 1 on your PlayStation. Make sure that there are enough free blocks on your Memory card before commencing play. To save your progress you need one block. It is best to have three free Memory card blocks as you can save three different courses. **If you wish to save a replay of one of your missions or training flights you must have an additional eight Memory card blocks free. That's Eleven Memory card blocks in total.**

It is advised that you do not insert or remove peripherals or Memory cards once the power on your PlayStation is turned on.

The Title introduction sequence will appear shortly. Press START button to move to the main Wing Over 2 Main Menu.

CONTROLS

This game is compatible with an Analog Controller (DUAL SHOCK) or an Analog Joystick as well as with a Digital Controller. Control method will differ depending on the controller you choose to use so learn the control method shown on pages 3 and 4 properly and use the various controls well.

Analog Controller (DUAL SHOCK)

When in analog mode (LED Red), the L3 button and the R3 button become usable. In that instance, L3 button will have the same function as the select button only while in flight. Setting of the on and off for the vibration function will be done on the pause screen.

Analog Joystick

The Analog Joystick will give you more accurate control. L1 and R1 buttons are on the front of the left stick, and L2 and R2 buttons are on the back. ○ button and ✕ button are on the front of the right stick, and □ button and △ button are on the back.

Calibration of Analog Joystick

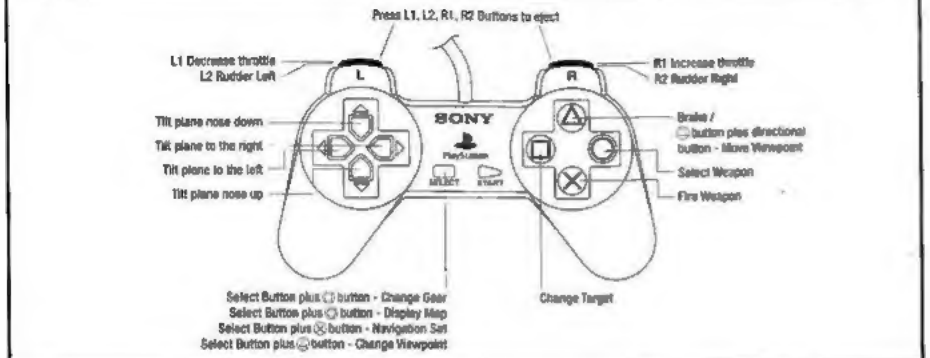
When using the Analog Joystick, adjust the play of the L3 and R3 buttons, and both sticks with the calibration in the Option Menu. **Note:** Analog Joystick can only be calibrated when in Analog mode.

In Flight	Controller	Analog controller	Analog joystick
Increase throttle	R1 button	R1 button	Left stick up
Decrease throttle	L1 button	L1 button	Left stick down
Rudder right	R2 button	R2 button	Left stick right
Rudder left	L2 button	L2 button	Left stick left
Select weapon	○ button	○ button	○ button
Fire weapon	✕ button	✕ button	□ button
Change target	□ button	□ button	✕ button
Brake	△ button	△ button	L2 button
Change gear	Select button + □ button	Select (L3) button + □ button	R2 button
Display map	Select button + ○ button	Select (L3) button + ○ button	R1 button
Navigation set	Select button + ✕ button	Select (L3) button + ✕ button	L1 button
Change viewpoint	Select button + △ button	Select (L3) button + △ button	Select button
Move viewpoint	△ + direction button	△ button + L3 button (direction button)	△ button + Right stick (hat button)
Tilt up the nose of the plane	Directional button down	Direction button down (L3 button down)	Right stick down
Tilt down the nose of the plane	Directional button up	Direction button up (L3 button up)	Right stick up
Tilt the plane to the right	Directional button right	Direction button right (L3 button right)	Right stick right
Tilt the plane to the left	Directional button left	Direction button left (L3 button left)	Right stick left
Eject	L1, L2, R1, R2 buttons down	L1, L2, R1, R2 buttons down	□ △ L2, R2 buttons down

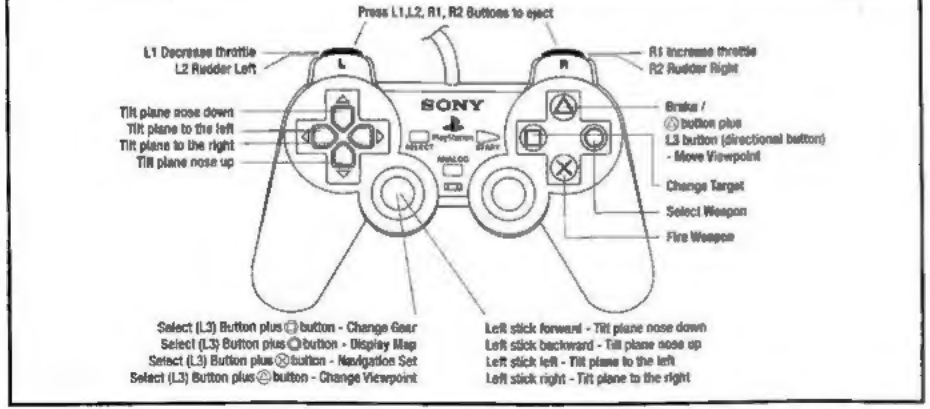
When menu is selected

	Controller	Analog controller	Analog joystick
Select items	Directional buttons	Directional button or L3 button	Right stick or Hat button
Execute	○ button	○ button	○ button
Cancel•Skip dialogue	✕ button	✕ button	✕ button

Controller



Analog Controller (DUAL SHOCK)



START THE TRAINING

To start play for the first time player

Select "GAME START" on the title screen. Select "NEW GAME" on the following screen. Next, select a course for training from either the "RECIPRO COURSE" or "JET COURSE". Then select the level of difficulty from "EASY", "NORMAL" or "HARD".

To continue play by loading saved data

If you want to start a game on which you have already passed some tests and saved your progress on a memory card, select "LOAD" on the title screen. Next, select either Memory card slot 1 or Memory card slot 2. Then, select which saved data to load.

OPTION screen

SOUND

BUTTON CONFIG

Calibration - When playing with analog joystick, adjust the play in the joystick with the "CALIBRATION"

Exit - Select when you want to return to the title screen after you are finished with "OPTION".

START UP INFORMATION

RECEPTION is the first section of the Academy you visit. This is where you enrol for the course, pay tuition fees and save your progress. Each time you enrol you will receive an Institution guide.

SAVING YOUR PROGRESS

Up to 3 different attempts at the course can be saved. 1 Memory card block is necessary for 1 attempt. To save a replay 8 Memory card blocks are necessary.

There are 4 facilities within the school.

RECEPTION - Save and pay the tuition fees.
BRIEFING ROOM - Receive training briefing from Instructor.
OFFICE - Get information on jobs to earn money.
STAFF ROOM - See the results of the tests and replay a past flight.
HELP - Cockpit explanation
EXIT - Return to the title screen

TRAINING PROCEDURES WITHIN THE FLYING SCHOOL

1) Pay the tuition fee at 'RECEPTION'.
2) Get briefed in the 'BRIEFING ROOM'.
3) Board aircraft for training
4) Train for Final Stage Exam

NB. LESSONS AND EXAMS MUST BE PAID FOR IN ADVANCE - Money can be earned through jobs at the OFFICE

EARNING FEES AND MISSIONARY JOBS

After passing each Final Stage Exam more missions will be available from the OFFICE, these range from very medial delivery operations for passing stage 1 to bombing Aircraft Carriers during a battle conflict for the later stage passes. There are twenty missions available in total.

TRAINING COURSE STRUCTURE

After the end of each stage, you have to take a final exam. Unless you pass the exam, you cannot progress to the next stage.

TRAINING CURRICULUM

1ST STAGE

1st subject Level flight, ascent, descent.
2nd subject Turn to the left and right.
3rd subject Taxi-ing, take-off, stalling, recovery from stalling
4th subject Landing
5th subject Stage Final Exam 1.

2ND STAGE

1st subject Navigation flight
2nd subject Landing using the ILS (instruments)
3rd subject Low altitude flight
4th subject Stage Final Exam 2.

3RD STAGE

1st subject Roll and loop
2nd subject Immelmann Turn and Split-S
3rd subject Cuban Eight
4th subject Stage Final Exam 3.

4TH STAGE

1st subject Air-to-air combat training 1
2nd subject Air-to-air combat training 2
3rd subject Air-to-surface combat training
4th subject Stage Final Exam 4.
5th stage Graduation exam

If you pass the Graduation exam, you will be a fully qualified pilot. On passing a screen with the results from your training will be displayed your over all grade.

On completion of training and having passed the graduation exam, you will have cleared the training section of the game. When you load that data and restart the game a new item, "HANGAR" appears in the main menu. Qualified pilots have full access to any aircraft within the HANGAR section.

IN FLIGHT OPTION SCREEN

Return Restart to the flight.
Retry Start the flight from the beginning.
Option Move to various setting screens.
Vibration Set vibration option on/off.
Window Set dialogue window on/off.
HUD colour Set the colour of HUD (3 colours).
Weapon view Set view point to follow bombs/missiles when fired.
Exit Stop the flight (saving the replay data is possible).
Pause screen will be displayed when START button is pressed during the flight

REPLAY

It is possible to do the following operations while the replay data is played back

R1 button - You can skip (fast forward) the replay

○ button - Can switch on and off the event view point. When switched on, the point of view changes at times like when the enemy plane is destroyed. (Initial setting is ON)

□ button - Can switch on and off the weapons point of view.

△ button - Can change the viewpoint of what you want to see. The view points changes to that based on enemy or ally plane, object on the ground, ships etc.

SELECT button - Change of view point.

✕ button or **START button** - End the play back of the replay.

HANGAR

On graduating as a fully fledged pilot access to the HANGAR is granted.

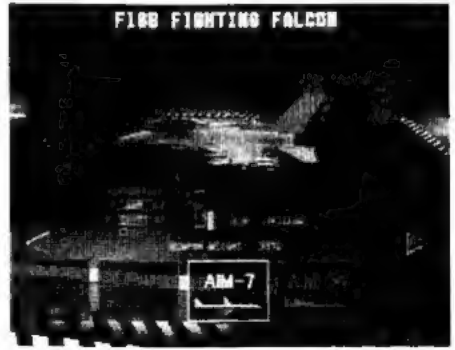
The HANGAR option appears on the Menu screen only after a pilot has passed all exams.

Items from "HANGAR"

FREE FLIGHT - Enjoy a flight in the area of your choice with different weather settings.

Maps: MAIN MAP, MAP A, MAP B, MAP C.

FREE MISSIONS - Set up the mission of your choice, using aircraft from the HANGAR; engage up to 30 different aircraft with the help of up to 30 allied planes.



Prepare your plane for combat in the free mission mode

TIPS

Tip for level flight

It is important to look at the artificial horizon in order to maintain level flight.

Tip for ascent and descent

Remember to restore level flight once the plane has ascended or descended; Take particular care when ascending; avoid raising the nose of the plane too suddenly – this could result in an engine stall.

Tip on undercarriage

If the undercarriage is left out in flight, flying speed will not increase sufficiently and in some cases, stalling occurs so you need to be aware.

Tip for navigation flight

In navigation flight, it is important to direct the plane to the intended direction as quickly as possible. However, if you turn at a sharp angle in a hurry, the plane will lose the level balance and may stall.

Tip for landing

Bear in mind the angle of approach to the runway when landing. There is a danger of crashing into the runway if you approach at too sharp an angle. Always listen to your instructor's words.

Tip for Low level flight

When you go through a valley, you will be flying at a low level. In order to fly maintaining the designated height, you adjust the output level and the angle of the nose of the plane while looking at the altimeter.

Tip for taxi-ing

When taxi-ing, follow the yellow lane strip. Brake well in advance of your intended stop position and reduce throttle. Your rudder to change direction on the ground

Weapons you can choose for missions and jobs

AIM-9L/M = Sidewinder • Air-to-air missile, short range

AIM-7 = Sparrow • Air-to-air missile, mid-range

AIM-54 = Phoenix • Air-to-air missile, long range

AGM-114 = Hellfire • Air-to-surface missile, short range

AGM-65 = Maverick • Air-to-surface missile, mid-range

AGM-84E = AGM-84E • Air-to-surface missile, long range

AGM-84 = Harpoon • Anti-ship missile

Mk-81 = Mk-81 bomb • 113kg bomb

Mk-82 = Mk-82 bomb • 227kg bomb

Mk-83 = Mk-83 bomb • 454kg bomb

Mk-84 = Mk-84 bomb • 908kg bomb

Mk-46 = Mk-46 torpedo

When you press △ button while choosing weapons, a short explanation of the weapons will be shown.

Tip for equipping of the weapons

On the weapons selection screen, you can equip the plane with a prepared weapons set pack. The information is indicated at the bottom of the screen in green letters. Change the packs with L1 and R1 buttons and set with the ○ button. Be careful not to over-burden your aircraft as this can affect performance.